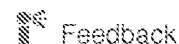



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### 1 [A taxonomy of Data Grids for distributed data sharing, management, and processing](#)



Srikumar Venugopal, Rajkumar Buyya, Kotagiri Ramamohanarao  
June 2006 ACM Computing Surveys (CSUR), Volume 38 Issue 1  
Publisher: ACM

Full text available: pdf(1.70 MB) Additional Information: [full citation](#), [abstract](#), [references](#),  
[index terms](#)

Data Grids have been adopted as the next generation platform by many scientific communities that need to share, access, transport, process, and manage large data collections distributed worldwide. They combine high-end computing technologies with high-performance ...

Keywords: Grid computing, data-intensive applications, replica management, virtual organizations

### 2 [A software engineering perspective on algorithmics](#)



Karsten Weihe  
March 2001 ACM Computing Surveys (CSUR), Volume 33 Issue 1  
Publisher: ACM

Full text available: pdf(1.62 MB) Additional Information: [full citation](#), [abstract](#), [references](#),  
[index terms](#), [review](#)

An algorithm component is an implementation of an algorithm which is not intended to be a stand-alone module, but to perform a specific task within a large software package or even within several distinct software packages. Therefore, ...

Keywords: algorithm engineering

### 3 [A survey of peer-to-peer content distribution technologies](#)



Stephanos Androutsellis-Theotokis, Diomidis Spinellis  
December 2004 ACM Computing Surveys (CSUR), Volume 36 Issue 4  
Publisher: ACM

Full text available: pdf(517.77 KB) Additional Information: [full citation](#), [abstract](#),  
[references](#), [cited by](#), [index](#)

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Distributed computer architectures labeled "peer-to-peer" are designed for the sharing of computer resources (content, storage, CPU cycles) by direct exchange, rather than requiring the intermediation or support of a centralized server or authority. ...

Keywords: Content distribution, DHT, DOLR, grid computing, p2p, peer-to-peer

#### 4 [Algorithm 817 P2MESH: generic object-oriented interface between 2-D unstructured meshes and FEM/FVM-based PDE solvers](#)



Enrico Bertolazzi, Gianmarco Manzini

March 2002 ACM Transactions on Mathematical Software (TOMS),

Volume 28 Issue 1

Publisher: ACM

Additional Information: [full citation](#), [appendices and](#)

Full text available: [pdf\(259.04 KB\)](#)

[supplements](#), [abstract](#),  
[references](#), [cited by](#), [index](#)  
[terms](#)

The software interface P2MESH is a collection of C++ class templates suitable for developing prototypes of high-performance PDE solvers on unstructured 2-D meshes. P2MESH supports several discretization methods on triangles and quadrilaterals, such as ...

Keywords: Finite Element, Finite Volume, Object-Oriented programming, PDE solvers, unstructured mesh

#### 5 [Designing and mining multi-terabyte astronomy archives: the Sloan Digital Sky Survey](#)



Alexander S. Szalay, Peter Z. Kunszt, Ani Thakar, Jim Gray, Don Slutz, Robert J. Brunner

June 2000 ACM SIGMOD Record, Volume 29 Issue 2

Publisher: ACM

Additional Information: [full citation](#), [abstract](#),

Full text available: [pdf\(429.09 KB\)](#)

[references](#), [cited by](#), [index](#)  
[terms](#)

The next-generation astronomy digital archives will cover most of the sky at fine resolution in many wavelengths, from X-rays, through ultraviolet, optical, and infrared. The archives will be stored at diverse geographical locations. One of the first ...

Keywords: Internet, archive, astronomy, data analysis, data mining, database, scalable


#### 6 [Designing and mining multi-terabyte astronomy archives: the Sloan Digital Sky Survey](#)



Alexander S. Szalay, Peter Z. Kunszt, Ani Thakar, Jim Gray, Don Slutz, Robert J. Brunner

May 2000 SIGMOD '00: Proceedings of the 2000 ACM SIGMOD international conference on Management of data


Publisher: ACM


Full text available:  pdf(429.09 KB) Additional Information: [full citation](#), [abstract](#),  
[references](#), [cited by](#), [index terms](#)

The next-generation astronomy digital archives will cover most of the sky at fine resolution in many wavelengths, from X-rays, through ultraviolet, optical, and infrared. The archives will be stored at diverse geographical locations. One of the first ...

Keywords: Internet, archive, astronomy, data analysis, data mining, database, scalable

## 7 [Model-driven development of Web applications: the AutoWeb system](#)


 Piero Fraternali, Paolo Paolini  
October 2000 ACM Transactions on Information Systems (TOIS),  
Volume 18 Issue 4  
Publisher: ACM

Full text available:  pdf(6.94 MB) Additional Information: [full citation](#), [abstract](#), [references](#),  
[cited by](#), [index terms](#)

This paper describes a methodology for the development of WWW applications and a tool environment specifically tailored for the methodology. The methodology and the development environment are based upon models and techniques already used in the hypermedia, ...

Keywords: HTML, WWW, application, development, intranet, modeling

## 8 [Real-time shading](#)

 Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost  
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes  
Publisher: ACM

Full text available:  pdf(7.39 MB) Additional Information: [full citation](#), [abstract](#), [cited by](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering ...

## 9 [Pervasive Servers: A framework for creating a society of appliances](#)

Tatsuo Nakajima  
July 2003 Personal and Ubiquitous Computing, Volume 7 Issue 3  
Publisher: Springer-Verlag

Full text available:  pdf(249.72 KB) Additional Information: [full citation](#), [abstract](#)

The paper proposes a framework to support spontaneous interaction among information appliances in our daily computing environments by creating a society of appliances. Our framework, that we call Pervasive Servers, embeds micro-servers called stationary ...


Keywords: Appliances, Software infrastructure, Spontaneous interaction

10 [Pervasive Servers: A framework for creating a society of appliances](#)

Tatsuo Nakajima

July 2003 Personal and Ubiquitous Computing, Volume 7 Issue 3-4

Publisher: Springer-Verlag

Full text available:  [pdf\(352.36 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The paper proposes a framework to support spontaneous interaction among information appliances in our daily computing environments by creating a society of appliances. Our framework, that we call Pervasive Servers, embeds micro-servers called stationary ...

Keywords: Appliances, Software infrastructure, Spontaneous interaction

11 [PELLPACK: a problem-solving environment for PDE-based applications on multicomputer platforms](#)




E. N. Houstis, J. R. Rice, S. Weerawarana, A. C. Catlin, P. Papachiou, K.-Y. Wang, M. Gaitatzes

March 1998 ACM Transactions on Mathematical Software (TOMS),

Volume 24 Issue 1

Publisher: ACM

Full text available:  [pdf\(26.30 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

The article presents the software architecture and implementation of the problem-solving environment (PSE) PELLPACK for modeling physical objects described by partial differential equations (PDEs). The scope of this PSE is broad, as PELLPACK incorporates ...

Keywords: PDE language, execution models, knowledge bases, libraries, parallel reuse methodologies, problem-solving environments, programming-in-the-large, software bus

12 [Crowd and group animation](#)



Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regulous, Douglas Sutton

August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  [pdf\(20.19 MB\)](#) Additional Information: [full citation](#), [abstract](#)

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different ...


13 [Lineage retrieval for scientific data processing: a survey](#)



Rajendra Bose, James Frew

March 2005 ACM Computing Surveys (CSUR), Volume 37 Issue 1

Publisher: ACM

Full text available:  pdf(728.75 KB) Additional Information: [full citation](#), [abstract](#),  
[references](#), [cited by](#), [index terms](#)

Scientific research relies as much on the dissemination and exchange of data sets as on the publication of conclusions. Accurately tracking the lineage (origin and subsequent processing history) of scientific data sets is thus imperative for the complete ...

**Keywords:** Data lineage, audit, data provenance, scientific data, scientific workflow

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